

HOPKINS INTRAMURALS
3 ON 3 BASKETBALL RULES

1. TEAM MANAGERS:

- **Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.**
- Team managers are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules are available via the web at www.jhu.edu/recreation/intramurals/intramurals.htm.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers will be asked to provide the name and contact information for a member of the team to officiate at the time of registration.
- Team managers are responsible for any equipment given to them, such as team jerseys and basketball balls. (Team managers, you will be charged for the missing items)

2. PLAYERS:

- All players must present their Hopkins ID to the Intramural Supervisor on duty. **(There will be NO exceptions)**
- Each team consists of 3 players, but a team roster may have as many 10.
- Players may only play on one team per league (i.e. one Men's open, Greek and Res. Hall), also players are allowed to play with a Co-Ed team. Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.
- Teams must have at least 2 players to start the game and on the court at all times. A maximum of 3 players may be on the court.
- **CO-ED MODIFICATIONS**
- Co-Ed teams must consist of at least one female player.
- Players: Game consists of two teams of 3 players; Minimum to start the game is 2, with at least 1 female player.
- Acceptable combinations: 2 men & 1 woman, or 1 man & 2 women, or 1 man & 1 woman, or 2 women.
- Minimum to end the game is 2.
- Substitutions are unlimited. Subs may enter the game only on a dead ball, timeout.

3. ELIGIBILITY:

- Participants must have a valid membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card or their Hopkins Campus ID before game time.
- Participants will absolutely NOT be permitted to play without showing an ID card.
- **NO ID, NO PLAY, NO EXCEPTIONS!**
- **Guests cannot play.**
- Currently rostered varsity players are ineligible to play intramurals; in the sport they hold their varsity status.
- An individual must compete in at least 1 game during the regular season to be eligible for the playoffs. Teams may add/drop players to roster until last game of regular season.

4. FORMAT:

- Leagues will consist of a 3-5 game regular season followed by a single elimination tournament.
- Eligibility for playoffs: "2.5" sportsmanship rating and No forfeited games
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- ***Any team that receives 1 or 0 sportsmanship rating in any game will NOT be eligible for the playoffs or tournament.***

5. EQUIPMENT:

- The Intramural office will provide game balls. However, both teams may agree to use another ball as long as it's regulation and checked by either the Intramural Supervisor or the Game Official.
- All participants must wear the proper athletic attire to participate, including proper court shoes, shorts and **T-shirts**. Marking soled shoes are **NOT** allowed on the Basketball courts.
- No hats/caps/bandanas
- No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.
- No cast or splints (hard or soft) are permitted.

6. GAME TIME:

- The game clock is set for 25 minutes and must be played in that timeframe. Games are won when a team scores 15 points with a margin of 2 points. There is a cap at 19 points.

7. METHOD OF SCORING:

- Co-Rec Scoring is 2pts/3pts for women and 1pts/2pts for men.
- Men's & Women's leagues its regular scoring rules 1pts/2pts

8. SUBSTITUTES

- Subs may enter in at any dead ball. Any player who is disqualified shall not re-enter the game. The ejected player shall be asked to exit the court as quickly as possible; if player is not willing, his/her team will be charged with a forfeit and game will be called.

9. START PLAY:

- One team will shoot the basketball from 3-point arc to determine the team who starts with ball possession.

10. BALL IN AND OUT OF PLAY:

- The ball is out of play when: A player steps on or the ball bounces on any part of the court boundary or contacts anything outside the boundary of the court. The ball contacts any support structure or backside of the backboard. It is the decision of the referee for stoppage of play. The ball will be put back into play with a throw-in at designated spot.

11. PENALTIES, FOULS, AND VIOLATIONS:

- Violations on throw in:
 - May not leave designated spot, except after a basket.
 - thrower may not touch the ball until it has touched another player.
 - ball may not enter the basket before touched by another player.
- Player may not double dribble.
- No offensive players shall be in the key for more than 3 seconds.
- Players may not swing elbows, even if no contact occurs.
- No players shall hand check.
- No players shall commit goal tending or basket interference:
 - Violation will result in counting the basket.
 - Violation by both teams results in alternating possession.
- Teams shall not:
 - commit an unsportsmanlike foul.
 - use foul, inappropriate language.
- A player shall not:
 - strike or attempt to strike a player.
 - delay the game.
 - use profanity
 - grab/hold a player's jersey
 - enter the court from the bench for any reason.
 - trip, push, charge in to or impede the progress of an opponent

12. SPORTSMANSHIP:

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its **players** as well as **fans**.
- Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next match.
- Any team that has a player ejected for an unsportsmanlike conduct, flagrant or tech will automatically receive lower than a "2.0" in conduct.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all intramural activities until the Assistant Director of Intramurals reinstates him/her. He/She will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.
- Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
- **Minimum 1 game suspension for all ejections.**

13. Safety and Liability

- The game of basketball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

15. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.